

In the Claims:

Claims 1-20 (cancelled).

21. (Previously presented) A system for processing audio and video data for a wireless handset comprising:  
a controller generating priority data;  
a plurality of channel buffers, where each channel buffer represents a logically separate channel of data; and  
a transmission buffer system receiving the priority data and data from one or more of the channel buffers and storing the data from the channel buffers in a transmission buffer, where the number of channel buffers to receive data from and the amount of data to be received from each channel buffer is determined by the priority data.

22. (Previously presented) The system of claim 21 wherein the plurality of channel buffers further comprises an audio data buffer.

23. (Previously presented) The system of claim 21 wherein the plurality of channel buffers further comprises a video data buffer.

24. (Previously presented) The system of claim 21 wherein the plurality of channel buffers further comprises a control data buffer.

25. (Previously presented) The system of claim 21 wherein the controller generates priority data based on transmission channel bandwidth.

26. (Previously presented) The system of claim 21 wherein the controller generates priority data based on processor capacity of a wireless handset processor.

27. (Previously presented) The system of claim 21 further comprising:  
wherein the plurality of channel buffers further comprises:

an audio data buffer;  
a video data buffer; and  
a control data buffer; and

wherein the controller generates priority data based on transmission channel bandwidth and on processor capacity of a wireless handset processor that changes the amount and sequence of data from the audio data buffer, the video data buffer, and the control data buffer that is stored in the transmission buffer.

28. (Previously presented) The system of claim 21 wherein the controller receives user control data and uses the user control data to generate the priority data.

29. (Previously presented) The system of claim 27 wherein the controller receives user control data and uses the user control data to generate the priority data that changes the amount and sequence of data from the audio data buffer, the video data buffer, and the control data buffer that is stored in the transmission buffer.

Claim 30 (cancelled).

31. (Previously presented) A method for processing audio and video data for a wireless handset comprising:  
generating priority data;  
storing data in a plurality of channel buffers, where each channel buffer represents a logically separate channel of data; and  
determining the number of channel buffers to receive data from based on the priority data;  
determining the amount of data to be received from each channel buffer by the priority data; and  
storing the data from each selected channel buffer in a transmission buffer.

32. (Previously presented) The method of claim 31 wherein storing data in the plurality of channel buffers further comprises storing the data in an audio data buffer.

33. (Previously presented) The method of claim 31 wherein storing data in the plurality of channel buffers further comprises storing the data in a video data buffer.

34. (Previously presented) The method of claim 31 wherein storing data in the plurality of channel buffers further comprises storing the data in a control data buffer.

35. (Previously presented) The method of claim 31 wherein generating priority data comprises generating priority data based on transmission channel bandwidth.

36. (Previously presented) The method of claim 31 wherein generating priority data comprises generating priority data based on processor capacity of a wireless handset processor.

37. (Currently amended) A method for processing audio and video data for a wireless handset comprising:

generating priority data based on transmission channel bandwidth and on processor capacity of a wireless handset processor;

storing data in an audio data buffer;

storing data in a video data buffer;

storing data in a control data buffer;

determining the number of channel buffers to receive data from based on the priority data;

determining the amount and sequence of data from the audio data buffer, the video data buffer, and the control data buffer that is to be stored in the transmission buffer based on the priority data; and

storing the data from each selected channel buffer in a transmission buffer.

38. (Previously presented) The method of claim 37 further comprising:  
receiving user-entered control data; and

generating the priority data from the user-entered control data.

39. (Previously presented) The method of claim 37 further comprising:

receiving user control data;

generating priority data that changes the amount and sequence of data from the audio data buffer, the video data buffer, and the control data buffer that is stored in the transmission buffer from the user control data.

Claim 40 (cancelled).

41. (NEW) The system of claim 21 further comprising priority data associated with each channel buffer, wherein audio data can have a lower priority than video data or control data.

42. (NEW) The method of claim 37 further comprising generating priority data associated with each channel buffer, wherein audio data can have a lower priority than video data or control data.